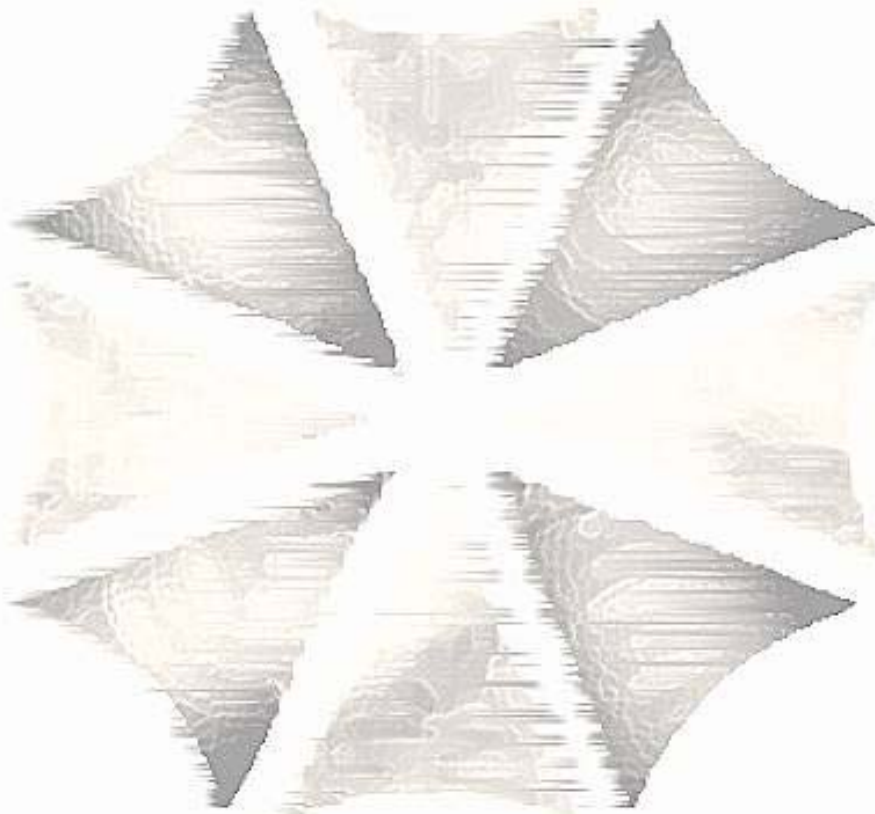


RESIDENT EVIL

THE UMBRELLA FILES



*J. D. DAVIDSEN
M. B. HANSEN*

A CALL OF CTHULHU D20 SUPPLEMENT



Introduction

In the beginning of the twenty-first century the breakthrough in genetic research and manipulation had set the battlefield for a corporate war in the medical industry. But one corporation stands out more than the others, The Umbrella Corporation.



Resident Evil: The Umbrella Files is an unofficial supplement for Call of Cthulhu d20 by Wizards of the Coast and Chaosium. It allows players to run campaigns or single scenarios in the Resident Evil universe.

This 26-page supplement will feature:

- ◆ Background information on the Umbrella Corporation, the T-Virus and more.
- ◆ New rules for combat.
- ◆ New feats.
- ◆ New skills.
- ◆ New high-tech items and equipment.
- ◆ Story ideas to get you started.

- ◆ Complete stats and background on the many RE monsters such as the T-virus infected Zombies, the Cerberus, Hunters, Lickers, the massive Tyrant, the Nemesis and even the mutating G-Type.
- ◆ New professions such as Umbrella Special Forces Units, Scientists and more.
- ◆ And much more...

This supplement was created without license, and was created for fans of the Resident Evil series and should therefore remain free. This supplement may freely be copied and distributed as long as we get the credit for all the hard work we put into this supplement.

Resident Evil™ and Umbrella Corp™ are © Copyright Capcom. Call of Cthulhu™ is © Copyright Chaosium. All images contained in this supplement are © Copyright respectively. Resident Evil: The Umbrella Files is © Copyright J. Davidsen & M. Hansen 2002.



The Background

In the beginning of the twenty-first century the breakthrough in genetic research and manipulation had set the battlefield for a corporate war in the medical industry. But one corporation stands out more than the others, The Umbrella Corporation.

The Umbrella Corporation had become the largest commercial entity in the United States. Nine out of ten homes contain its products. Its political and financial influences is felt everywhere. In public it is the world's leading supplier of:

- Computer Technology.
- Medical Products.
- Healthcare.

But unknown even to its own employees, its massive profits are generated by:

- Military Technology.
- Genetic Experimentation.
- Viral Weaponry.

The Story

The birth of a corporation

In the 1950s in Raccoon City USA, Edward Ashford and Oswell E. Spencer discovered the "Mother Virus" during a genetical breakthrough and realized its great potential for development of medical advancement, but also bio-weapons. They began creating what would one day be known as the "T-virus".

In the mid-60s, Edward and Oswell founded the company, Umbrella Chemical Inc., to camouflage their research and Spencer had a mansion built outside Raccoon City, so that they could continue their research without anyone knowing. Genetical research was still in its early stages at that time, and competition between the medical companies was fierce. To the public, Umbrella Inc. was considered a very generous company as it helped finance the city's hospital and many other things. The public was being kept in the dark about the virus research.

Time passed and Umbrella grew to a large corporation spanning across the entire globe and possessing a total market share of 90% on computer technology, medical products and healthcare in the US. But their work with the T-virus and other Bio-organic Weapons experiments was what became Umbrella's main financial factor.

But all that changed...

The incident

In 1998, an accident happened at the mansion and the T-virus was released. It turned ordinary people into mindless zombies, and the many B.O.W. (Bio-Organic Weapon), which were kept in the basement, escaped. Raccoon City's newly formed S.T.A.R.S. (Special Tactics And Rescue Squad) sent its Bravo Team to take care of the situation. Communication was lost and Alpha Team was sent in. They uncovered Umbrella's virus research and had to battle their way through hordes of former researchers and other personnel who had turned into zombies, oversized spiders, zombie dogs and other forms of B.O.W.

Finally, they found out that their own team leader, Albert Wesker, had been acting on orders from Umbrella. He was to gather data about the B.O.W. combat performance and released Umbrella's ultimate bio-weapon, the Tyrant, to finish off the S.T.A.R.S. Alpha Team. The Tyrant was still in early testing, and it killed Wesker before it was defeated and the mansion was blown up along with any evidence that could connect Umbrella with the incident...

A city destroyed

Meanwhile, Dr. William Birkin, the Umbrella top-scientist who perfected the T-virus, continued working on the virus and developed the G-virus. He stayed in an underground laboratory under Raccoon City and paid the police chief to keep anyone from finding it. However, the discovery of the G-virus was leaked to Umbrella and they sent in a team to recover the newly discovered G-virus. Dr. Birkin refused to hand it over to the Umbrella operatives and they were forced to shoot him. While his wife, Anette, went for first aid equipment, William Birkin injected himself with the G-virus and turned into a horrifying and powerful creature, known later as the G-type, and went after the Umbrella agents. He hunted them down and killed them. Unfortunately, he also broke the case that contained both the T-virus and G-virus. The virus spread through the sewer system and poisoned rats, which carried the virus up to the inhabitants of Raccoon City. Within a week, the entire city was infected. The entire ordeal where local law enforcement officers fought mindless zombies and desperate Umbrella U.B.C.S. operatives fought a new and unknown B.O.W., lead to the destruction of the entire town, as the laboratory was destroyed and William Birkin was killed.



These events lead to the destruction of an entire US city, and a massive pressure was put on Umbrella. A cover up was almost impossible due to the scale of the incident. However, Umbrella managed to credit the incident to terrorists, and though the T-virus still remains unknown to the general public, there are people who have become increasingly curious about the secrets of the Umbrella Corp.

Other corporations have become anxious to learn more about the T-virus, while private organisations emerge with an agenda to expose Umbrella and other corporations like them. Who knows what the future will bring...

The U.B.C.S.

When Umbrella was founded to protect the discovery and experimentation with the T-virus, they needed a special team of highly trained operatives to protect the research by any means. At that time the cold war was raging, and paranoia fuelled the entire world. Umbrella was no exception, as their potential B.O.W. could prove hazardous if anyone learned of them without Umbrella having full control. Thus the U.B.C.S (Umbrella Biohazard Countermeasure Service) was created, a special task force consisting of highly trained elite soldiers whose sole purpose is to be Umbrella's clean up guys.



Highly trained and packing the latest of Umbrella designed arms and equipment; these operatives are sent in to contain incidents such as the one at Raccoon city, escort and guard secret operations and experiments. Their objectives are usually to contain the incident, eliminate possible witnesses and recover valuable research. They engage in counter espionage missions, tactical retrieval of lost experiments, containment of incidents both to secure any information to leak to the public, but also to ensure that innocents don't come to harm.

The T-Virus

When the body dies, a residue electrical energy remains in the body, thus our hair and nails continue to grow for a short while as the pulses stimulate cell reproduction. This energy takes up to months to dissipate, and it is this fact that became the basis for the T-virus.



This genetically engineered virus was designed to feed the residue electrical pulses that remain in the body when you die, thus prolonging life. The T-Virus was supposed to be a medical breakthrough that could cure all diseases and even extend life, but practice and theory did not match.

Rather than to extend life, the T-virus reanimated the dead, feeding the electrical pulses giving the dead basic motor functions, but as the brain had only very little activity, the reanimated dead became driven by the basic instinct to feed, thus creating mindless zombies.

The T-virus soon mutated to adapt to its environment switching from airborne to transmit by body fluids. So when an infected subject wounds someone, he or she becomes infected as well. But the T-virus does not take effect until death incurs. However, the T-virus has a mutating property that corrupts basic cell structure as well. This means that people are killed slowly by pneumonia-like symptoms and as their bodies wither, the T-virus keeps the body alive, thus effectively turning the living into zombies. The T-virus, however, reacts differently to other animals. All mammals like dogs, bats, and even some birds are affected like humans, whereas reptiles, insects and arachnids, due to their different cell structure, tend to mutate, often growing to massive proportions or even mutating into entirely new species.

This side effect, though devastating to the virus' medical use, proved a valuable source for the creation of B.O.W. The virus' mutating



abilities have been utilized by Umbrella researchers to create fierce and deadly creatures for their B.O.W. department, such as the Tyrant project and the somewhat failed Licker project.

There have been other projects by Umbrella that were initiated on the base of the T-virus, such as the unstable G-virus. This virus is a basic T-virus where the mutating abilities have been enhanced. The G-virus project is considered closed after the failure with the G-Type Tyrant, but no one knows if that is true, or if the project has been perfected.

The B.O.W. projects

When the "Mother Virus" was first discovered, it seemed to provide a huge medical breakthrough, but the obvious side effects soon took dominance over the research.

At the time of the foundation of Umbrella, the world was in a state of paranoia brought about by the cold war, and the need for weapons was overwhelming. Thus Umbrella initiated the B.O.W. projects, where they would attempt to utilize the abilities of the T-virus to create controllable bioorganic weapons.

The first experiments were the "lickers" but as they proved too uncontrollable, research shifted towards designing a horde of smaller uncontrollable creatures to release onto the enemy, and then focus on the Tyrant project, which was to be an enhancement of the human more than a new B.O.W.

After the cold war ended, Umbrella continued their research, as the market for weapons never wears out. Latest in their lines of experiments is the Nemesis project, on which very little is known.

It is still unknown to which extends Umbrella is working with the US government, but some things point to Umbrella not doing so. Perhaps the size of Umbrella, being a global corporation, has made Umbrella work on their own. One can only speculate...





New Rules

When playing Resident Evil: The Umbrella Files, there are a few updates to the basic CoC d20 rules. Resident Evil can easily be played using the existing CoC rules, but if you want to run Resident Evil games only, we suggest you use the updated rules.

Cthulhu Mythos skill vs. Umbrella Secrets skill

In Resident Evil the occult and paranormal are non-existent. We suggest that when playing Resident Evil games you do not use Spells, tomes or ancient artifacts, as these elements are what drives a Cthulhu Mythos Campaign, whereas Resident Evil is based on the use of technology. The use of psychic feats can be used without problems. This also effectively eliminates the use of the Spellcraft skill.

In CoC the Cthulhu Mythos skill is used to show how aware of the secret darkness the players are, and it affects their sanity. In Resident Evil this skill has been renamed *Umbrella Secrets skill*. (Not to be confused with the skill *Knowledge: Umbrella*.)

The Umbrella Secrets skill has the same effects as the Cthulhu Mythos skill, except it reflects how much insight into the dark secrets of the Umbrella Corp. the character has.

As characters gain ranks in Cthulhu Mythos skill by reading ancient tomes etc. the characters in Resident Evil gain ranks in Umbrella Secrets when they learn something new about the Umbrella Corp.

One rank in Umbrella Secrets could be added at the end of a successful game, reflecting that the characters have learned of yet another Umbrella scheme. Reading classified Umbrella files etc could also award ranks.

Advanced Combat

The following rules are expansion on the standard combat rules and can be used in any d20 game if the gaming group can agree on it.

The basic idea of this expanded combat method is to get more Hollywood movie style combat action.

When in combat the skills *Jump*, *Tumble*, *Balance* and *Climb* can be used as a move equivalent action, but doing so provokes attack of opportunity. By using these skills you can jump through the air and fire your guns or quickly throw yourself behind a car for cover, or even jump over an opponent to get them in the back or roll beneath larger opponents for that good clean shot.

By using these skills, you make a normal skill check with a DC set by the GM as appropriate. Of course if you fail the skill check you will fall flat on your behind, rendering you prone and flat footed until you can spend a move equivalent action to get up.

Called shots

In Resident Evil there will more often than not arise situations where aiming for specific body parts will increase your chances of surviving the encounter. Zombies are vulnerable in the brain, and making a headshot will take them out instantly.

The called shots rule only works on creatures with distinct features, which means you can't make called shots on big tentacle blobs. (Whether a creature has distinct features or not is up to the GM.)

Making a called shot adds the following modifier to the target's Armor Class.

Size	Modifier
Tiny	No called shot
Small	+6 to AC
Medium	+4 to AC
Large	+4 to AC
Huge	+2 to AC
Gargantuan	No modifier
Colossal	No modifier

Headshots: Making a successful called shot to the head is an automatic critical.

Limb shots: Making a successful called shot to a limb will reduce speed by 20% and/or reduce attacks according to limb being hit.



New Feats

Along with the expanded combat rule two new feats can also be used for those who want some serious action style combat.

Combat Acrobatics

Prerequisites: Dex 13+, Max Light armour.

Benefit: When using *Jump*, *Climb*, *Tumble* and *Balance* in combat, you do not provoke attack of opportunity.

Improved Combat Acrobatics

Prerequisites: Dex 13+, Max Light Armour, Combat Acrobatics.

Benefit: You do not provoke attack of opportunity when using *Jump*, *Climb*, *Balance* and *Tumble* in combat plus

you get a +1 modifier to these skills for combat purposes only.

Security Systems

Prerequisites: Int 13+, Disable device 3+ ranks, Computer Use 3+ ranks.

Benefit: You are trained at bypassing and installing security systems. You get a +2 modifier to any attempt made at bypassing any security system.

Chemistry

Prerequisites: Int 13+, Craft: *chemistry* 3+ ranks.

Benefit: You are trained in the use and composition of dangerous chemicals. With this feat you may combine chemicals and compounds to create either liquid explosives (DC 20) or acids (DC 15) or even potions with healing or other properties.





Equipment

Most of the modern equipment you could desire in a Resident Evil game has already been covered in the CoC d20 rulebook, but a few items remain.

Item	Charges	Price
Stim-gun*	-	\$87,99
T-Viral Antitoxin	1	\$2.344,99
Cell reconstruction amp	2	\$1.212,25
Universal antidote	2	\$516,00

*The Stim-gun is standard issue to all Umbrella UBC operatives along with one of each capsule.

Stim-gun: The stim-gun is a reusable high-pressure hypodermic needle designed to inject the subject fast and easily without removing clothes and without the risk of the needle breaking in stressed situations. Using the stim-gun is a move equivalent action.

T-Viral Antitoxin: This antitoxin is designed by Umbrella to counter the effects of the T-Virus if injected within 30 minutes from infection. This antitoxin is as

secret and rare as the T-Virus itself, and only Umbrella UBCS operatives and high-ranking Umbrella personnel have access to the antitoxin.

Cell reconstruction amplifier: This capsule contains two injections of a chemical substance that uses the body's own bio electrical impulses to amplify the reconstruction of cells and damaged tissue. One injection heals d6 hp instantly. If more than two injections (one whole capsule) is injected within a time span of a few minutes, the body overloads and you collapse unconsciously for d8 hours.

Universal Antidote: This capsule contains two doses of an antitoxin that works against all known common poisons. One dose is enough to cure you instantly. Umbrella staff in charge of handling test animal or other poisonous materials uses it often.

Weapons

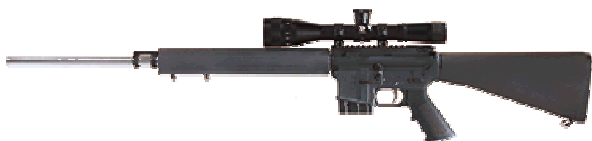
In Resident Evil the need for firepower is vastly greater than in a regular Call of Cthulhu game, as the game is more focused on horror action than the act of going insane and dying... That doesn't mean that dying isn't as likely as in any Call of Cthulhu game, you just have more of a fighting chance.

Weapon Type	Caliber	Damage	Critical	Action	Capacity	Loading	Range	Rate
Grenade launcher	40mm	3d6	x4	bolt	1	break	30	standard
Colt M-203 gr. lau.	40mm	3d6	x4	bolt	1	break	30	standard
Colt Accurized Rifle	.223Rem	2d10	x3	semi / bolt	9	mag	400	standard multifire
Heckler & Koch G36	.223Rem	2d10	x3	select	30	mag	200	autofire

The **standard grenade launcher** is a single barreled firearm that fires 40mm explosive shells. A breaking barrel like some types of shotguns loads it. This weapon can also fire gas rounds or other types of fragmentation shells. If the shot misses, roll a d20 to see how many feet off the target the grenade scatters.



The **Colt M-203 Grenade Launcher** is a lightweight single shot breech loaded 40mm weapon designed especially for attachment to the M16A2 Rifle and M4 Carbine. The M-203 can also fire gas rounds or other types of fragmentation grenades. If the shot misses, roll a d20 to see how many feet off the target the grenade scatters.



When situations demand rapid and accurate multiple shot deployment, the **Colt Accurized Rifle** delivers unparalleled accuracy. The model available for civilians or standard government forces comes complete with x6 power scope and can easily be fitted with a laser gunsight as well.



A new development for HK, the **G36** is a true modular weapon system in caliber 5.56x45mm (.223 Remington). Constructed almost entirely of a tough carbon fiber polymer material and using a simple, self-regulating gas system, the G36 provides the user with a lightweight weapon that delivers high performance with extremely low maintenance. The G36 can be fitted with both a scope and/or laser sight for high precision marksmanship. It is also the standard weapon of the German Armed Forces (including the new NATO Rapid Reaction Force), and Umbrella UBCS operatives.



Professions

When playing Resident Evil: The Umbrella Files, there are several new options for PC professions. In standard Call of Cthulhu, most characters are private persons out to uncover the truth of the dark mythos, but in Resident Evil the PCs more often than not either work for Umbrella or in another way have something to do with the corporation, as no civilians are ever allowed even near Umbrella facilities. Thus we introduce an array of new professions for use with Resident Evil: The Umbrella Files. All the previous professions are still valid, as long as they do not conflict with the game play. Needless to say that a teenage gothic may not be as easy to incorporate into a story that is located at a secret Umbrella facility, as say an industrial worker hired to build a new area along with his crew. But again, these choices should be up to the GM and the gaming group.

Umbrella U.B.C.S.

The Umbrella U.B.C.S. (Umbrella Biohazard Countermeasure Service) is the army and security of Umbrella. Although the U.B.C.S. operatives handle delicate matters, they are rarely informed about the nature of their missions and they are considered very expendable despite their high training.

Skills:

- ♦ Computer Use [INT]
 - ♦ Concentration [CON]
 - ♦ Demolitions [INT]
 - ♦ Disable Device [INT]
 - ♦ Move Silently [DEX]
 - ♦ Open Lock [DEX]
 - ♦ Search [INT]
 - ♦ Use Rope [DEX]
- +4 more of player choice.

Starting gear:

All U.B.C.S. operatives carry a certain amount of standard gear. The following equipment is available to all starting U.B.C.S. characters:

- ♦ Heckler & Koch G36 automatic rifle.
- ♦ x4 Scope for the G36.
- ♦ Laser gunsight for the G36.
- ♦ 3 full .223 Remington ammo clips.
- ♦ Gas mask w/ case.
- ♦ Stim-gun w/ 1 of each injection capsules.
- ♦ Flak vest (black).
- ♦ Black standard U.B.C.S. combat uniform.
- ♦ Combat knife.

Umbrella Scientist

The Umbrella Corporation has many scientists working on various experiments and research. More often than not the scientists get caught in their own experimental mishaps or even supervise field tests.

Skills:

- ♦ Computer Use [INT]
 - ♦ Concentration [CON]
 - ♦ Craft: *choose one* [INT]
 - ♦ Gather Information [CHA]
 - ♦ Handle Animal [CHA]
 - ♦ Knowledge: Umbrella [INT]
 - ♦ Knowledge: *choose an area of expertise* [INT]
 - ♦ Research [INT]
- +4 more of player choice.

Starting Gear:

It is essential to Umbrella scientists that they always carry certain tools for their jobs.

- ♦ Palmtop PC.
- ♦ Stim-gun w/ 1 of each injection capsule.



Creatures and Enemies

When playing Resident Evil you will face an entirely different set of enemies than in Call of Cthulhu. There are no greater gods or great old ones, but there is plenty of unspeakable horror in the countless Umbrella B.O.W. projects. This section will provide complete stats and info on all the common and well-known BOW and mutations, along with stats for Umbrella operatives.

Infectious: All the B.O.W. and other creatures infected with the T or G-virus have the ability to infect those they bite, scratch or in other ways touch. When you are hit by an attack that causes *infection*, you must make a fortitude save (DC 10) or become infected with the virus in question. Infected beings lose 1hp / hour and 1 sanity / hour. If more than 30 minutes pass since infection, then the anti toxin is useless. Anyone who dies from the virus becomes a zombie according to the virus.

Mutative: Some of the T-virus creatures and all of the G-virus creatures have the ability to mutate and rapidly reproduce cells. Whenever a creature with the *mutative* ability drops to 50% of its starting hp, roll on the mutation table below to see the results.

d8	Mutation	Effect
1	Multiple legs	Spidery legs spring forth from the creature's torso granting it a +10 bonus to its speed.
2	Tentacle	A tentacle that adds 1 ranged touch attack at 15 ft. reach at +5 to hit, and +2 to Grapple dealing d6 damage.
3	Massive growth	The creature grows to one size category larger, adding +2 to its strength. (Size modifier to AC also applies.)
4	Wings	The creature gains a 40 ft. fly (average) to its speed.
5	Blade claws	A long blade like claw shoots out from the creature's arm, granting it an extra +4 melee attack that deals 2d10 damage.
6	Tougher skin	The creature gains a +2 to AC.
7	Poisonous spray	The creature starts to spray poisonous spores. Ranged touch attack +3. Target must make a successful fortitude save (DC 15) or be poisoned.
8	Bone spikes	Large bone spikes spring from the entire body forcing anyone attempting to make a melee attack at the creature to make a successful Reflex save (DC 15) or suffer d4 damage.

Poison: Some creatures are poisonous beyond the standard T-virus infection risk. This poison is the standard poison from the CoC rulebook (page 84, table 5-15) that has a save DC 12, Initial damage 0 and secondary damage 1d4 Dex.

Regeneration: The T-virus and G-virus are highly mutative and some of the larger creatures created by these viruses tend to regenerate their wounds fast. A creature with the Regeneration ability automatically heals d4 hp every d6 turn. However, damage that destroys cell structure such as fire and acid does not regenerate.

Albinoid

Tiny T-virus BOW

Hit Dice: 2d10 (20 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (4 Dex)

Attacks: Bite +4 melee, Electrical charge +2 ranged

Damage: Bite d4, Electrical charge d6 electrical

Face/Reach: 3 ft. by 3 ft./3 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 13, Dex 18, Con 13, Int 8, Wis 9, Cha 10

Skills: Climb +4, Spot +3, Hide +10

Feats: Blind-Fight, Expertise, Improved Initiative, Iron Will, Lightning Reflexes

CR: 1

Sanity Loss: 0/1d4

Advancement: 3-4 HD (small), 5-7 HD (medium)



The Albinoid is an attempt to make small and fast BOW creatures that can infiltrate and infect enemy bases and areas swiftly. The Albinoid was created by injecting genetically altered salamanders with the T-virus. The Albinoids resemble large tadpoles at first, but soon grow into medium sized creatures.

Electrical charge – The Albinoid has the ability to discharge an electrical charge from its maw. This charge counts as a ranged touch attack weapon with a range of 5 ft., and deals d6 electrical damage.

Bandersnatch

Large T-virus BOW

Hit Dice: 10d8+20 (100 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 15 (-1 size, -1 Dex, +7 natural)

Attacks: Claw +12/+7 melee

Damage: Claw 1d10+4

Face/Reach: 15 ft. by 15 ft./15 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 18, Dex 8, Con 13, Int 8, Wis 9, Cha 10

Feats: Alertness, Improved Initiative, Power Attack

CR: 5

Sanity Loss: 1/1d4

The Bandersnatch is one of Umbrella's more reliable of the larger BOW projects. It doesn't possess the strength and intelligence of the Tyrants, but it makes up for that in the ability to effectively mass-produce them. The Bandersnatch is terribly slow, but makes up for the lack of agility with a large bulky arm that extends up to 15 feet in a powerful claw attack. It has a yellowish skin and appears as a mutated and deformed human of gross size.



The Bandersnatch was created by experimenting with the T-virus on human hosts, and is the result of a genetically altered T-virus human. It has as limited intelligence as the standard T-virus infected zombies, but with its mutations and power it is even more durable and deadly.

Cerberus

Medium T-virus Zombie

Hit Dice: 2d10 (20 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

Armor Class: 15 (+2 Dex, +3 natural)

Attacks: Bite +2 melee

Damage: Bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Infectious

Special Qualities: Zombie

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 11, Dex 14, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

CR: 1

Sanity Loss: 0/1d4



Zombie: The Cerberus are common dogs that have become infected with the T-virus, and like all T-virus Zombies, it can be killed instantly with a called shot to the head. The Cerberus is a Medium sized creature and gets a +4 to Armor Class if target for a called shot.

If hit with a called shot to the head will die instantly as it cannot function without its brain.

The Cerberus are not intentional creations of Umbrella, but rather the result of normal dogs being infected with the T-virus. Like humans and other animals the dogs, when subjected to the T-virus, turn into mindless zombies following the most primal of instincts... To feed.

The Cerberus are lightning fast and usually hunt in pairs but they also roam alone depending on the situation.

Corvus Corax

Tiny T-virus Zombie

Hit Dice: d4 (4 hp)

Initiative: +2 (Dex)

Speed: 10 ft., fly 40 ft. (average)

Armor Class: 14 (+2 Dex, +2 size)

Attacks: Claws +4 melee

Damage: Claws 1d3

Face/Reach: 2½ ft. by 2½ ft./0 ft.

Special Attacks: Infectious

Special Qualities: Zombie

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con -, Int -, Wis 10, Cha 1

Skills: Jump +9, Search +6, Spot +13, Listen +11

Feats: Toughness, Weapon finesse (claws)

CR: ½

Sanity Loss: 0/1

Zombie: The Corax are common ravens that have become infected with the T-virus. Despite being zombies like both the Cerberus and humans, the Corax cannot be instantly killed with a called shot to the head due to its small size.

The Corax is not an intentional creation of Umbrella but, like the Cerberus, a zombie created by an unintentional outbreak of T-virus. They are fast and deadly carriers of the T-virus that are hard to hit, but once you hit them, they tend to go down.



Devourer



Huge G-virus Mutation

Hit Dice: 18d12+189 (405 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 30 (-1 Dex, -2 size, +22 natural)

Attacks: Bite +23 melee, 2 tendrils +18 melee

Damage: Bite 3d10+9, tendril 1d8+4

Face/Reach: 10 ft. by 40 ft./15 ft.

Special Attacks: Infectious

Special Qualities: Swallow whole, regeneration

Saves: Fort +12, Ref +2, Will +2

Abilities: Str 33, Dex 9, Con -, Int 3, Wis 8, Cha 1

Feats: Toughness, multiattack

CR: 18

Sanity Loss: d4/d10

Swallow whole: The Devourer has a mutating maw that can swallow anything whole. As long as the target is one size category smaller than the Devourer, the Devourer can attempt a swallow whole attack that instantly kills the target swallowed.

The Devourer is the final stage of mutation for an uncontrolled G-virus mutation. The first Devourer was reported when William Birkin, the first to discover the G-virus, injected himself with the G-virus and started mutating.

The Devourer mutation is far too uncontrollable and dangerous for Umbrella to research it effectively for use in their BOW projects, but once in a while their G-virus projects get out of control and a Devourer may be a result.

G-Baby

Large G-virus BOW/mutation

Hit Dice: 8d12+24 (120 hp)

Initiative: +0

Speed: 20 ft.

AC: 20 (-1 size, +11 natural)

Attacks: Claws +10 melee

Damage: Claw 2d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Infectious

Special Qualities: Spawning, regeneration

Saves: Fort +9, Ref +2, Will +2

Abilities: Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

Feats: Toughness

CR: 8

Sanity Loss: d4/d8

Spawning: The G-baby has the ability to vomit a small ball of its own mutated tissue as a single action, which instantly tries to grapple a nearby victim (single action, grapple +2 melee).

A victim grappled by the tissue will become infected and begin mutating. The mutation will take d6 turns and do d6 hp damage each turn. If the victim dies from the mutation, the mutation will cease and the victim will effectively be dead. If the victim survives the mutation, it will turn into a new G-baby.

The G-Baby first appeared at the Raccoon city facility when William Birkin conducted G-virus experiments. The G-Baby was an attempt to produce a G-virus version of the Licker, but like the Licker project it became too uncontrollable and it has since been classified as a rogue project. Still the G-baby is the core of much of the active G-virus experimentation, and it helped refine the current G-Tyrant project.



It was created by injecting the G-virus into a G-type, just as the Licker was made by injecting an already infected with the T-virus.

The G-Baby is slow and bulky but very powerful and deadly constantly vomiting out smaller G-babies.

G-Type

Large G-virus BOW/mutation

Hit Dice: 10d12+32 (152 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 18 (-1 size, -1 Dex, +10 natural)

Attacks: 4 Claws +10 melee

Damage: Claw 2d8+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Mutative, regeneration

Saves: Fort +6, Ref +3, Will +6

Abilities: Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 1

Feats: Toughness, multiattack

CR: 10

Sanity Loss: d4/d8

The G-type was created by injecting the G-virus directly into a human. The first G-type was William Birkin, the "father" of the G-virus. When Umbrella operatives attacked the facility beneath Raccoon city, William

Birkin injected himself with the G-virus, and became the first G-type. Since then Umbrella has experimented with the G-type and perfected it into the G-Tyrant.

The G-virus is highly mutative, and the problem with all G-virus research and experimentation is that the subjects keep mutating uncontrollably. Only the G-Tyrant has been altered to control the mutations.



G-Tyrant

Large G-virus BOW

Hit Dice: 11d12+56 (188 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 22 (-1 size, -1 Dex, +14 natural)

Attacks: 2 Claws +14 melee

Damage: Claw 2d10+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Mutative, regeneration

Saves: Fort +6, Ref +3, Will +6

Abilities: Str 25, Dex 9, Con 19, Int -, Wis 11, Cha 1

Feats: Toughness, multiattack

CR: 13

Sanity Loss: d4/d8



Controlled mutation: The G-Tyrant is a Tyrant created by the G-virus rather than the T-virus. The G-Tyrant has been enhanced to have control over its cellular mutations. This means that it doesn't mutate as the G-type, but it can as a full round action spend d20 hp to gain a mutation from the mutation table.

The G-Tyrant was created the same way as the regular Tyrant, except it was made by using the highly mutative G-virus. The G-Tyrant is used rarely as it resembles a human less than the standard Tyrant. The missions assigned to the G-Tyrant are usually rogue BOW extermination missions when the incident can be contained. It has proven highly effective in exterminating runaway Lickers in the remote research and testing facilities where containment is not a problem.

Hunters

Medium T-virus BOW

Hit Dice: 5d12+14 (74 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 17 (+3 Dex, +4 natural)

Attacks: 2 Claws +12 melee, bite +7 melee

Damage: Claw 1d4+8, bite 1d8+4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 20, Dex 17, Con 14, Int 3, Wis 12, Cha 7

Skills: Spot +7, Listen +8, Jump +6

Feats: Multiattack

CR: 6

Sanity Loss: 0/d4



The hunters are genetically altered humans infected with the T-virus. These reptilian like creatures are lightning fast and deadly, but not very intelligent. Their sole purpose is to hunt down and eliminate humans or animals infected with the T-virus; however, they are not scrupulous about who or what they kill.

These deadly creatures are usually kept in secure cells and only unleashed in case of massive contamination danger.

Licker

Medium T-virus BOW

Hit Dice: 5d12+14 (74 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 18 (+4 Dex, +4 natural)

Attacks: 2 Claws +7 melee, tongue +12 melee

Damage: Claw 1d4+8, tongue 2d8+5

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Infectious

Special Qualities: Spider climb, regenerate

Saves: Fort +6, Ref +9, Will +3

Abilities: Str 19, Dex 19, Con 14, Int 3, Wis 11, Cha 7

Feats: Lightning reflexes, alertness.

CR: 6

Sanity Loss: 1/d4



Spider climb: The licker can climb any surface by digging its massive claws deep into almost any surface.

The licker is created by injecting the T-virus directly into an already infected human. They are one of the most favored of the BOW projects as they are somewhat controllable and with their chest piercing tongue they are extremely deadly.



Moth

Large T-virus Mutation

Hit Dice: 5d8+10 (50 hp)

Initiative: +1 (Dex)

Speed: 20 ft., 60 ft. fly (good)

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: Bite +6 melee

Damage: Bite 1d3+6 poison

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +6, Ref +2, Will +2

Abilities: Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11

Feats: None

CR: 3

Sanity Loss: 0/d4

The Giant Moths are examples of how the T-virus affects some animals. These creatures are just like ordinary moths, only 50 times bigger and poisonous due to the T-virus.

Maw beast

Large G-virus Mutation

Hit Dice: 18d12 (216 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 30 (-1 size, -1 Dex, +22 natural)

Attacks: Bite +18 melee (grapple +6),
Claw +13 melee

Damage: Bite 2d10+6, claw 1d6+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Mutative, regenerate

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 33, Dex 9, Con 22, Int 3,
Wis 11, Cha 1

Feats: Multiattack, power attack

CR: 15

Sanity Loss: 1/d8



The Maw beast is a mutative state between the G-type and the Devourer. The Maw beasts has never been attempted to recreate, and those that appear are usually the result of G-types having consumed infected DNA such as other BOW or zombies.

The Maw beasts are not as fast as the G-type, but they are more durable and tend to grapple their victims with their big maw, where they slowly digest the victim by injecting it with virus-infected mucus.

Wis 11, Cha 1

Feats: Power attack

CR: 14

Sanity Loss: 1/d8



Nemesis

Large T-virus BOW

Hit Dice: 14d12+85 (253 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 26 (-1 size, -1 Dex, +18 natural)

Attacks: Grenade launcher +4 ranged,
2 Slams +18 melee

Damage: Grenade launcher 3d6 fire,
Slam 2d10+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: None

Special Qualities: Regenerate

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 29, Dex 9, Con -, Int -,

The Nemesis is Umbrella's most effective BOW. It was created by taking a human infected with mutating T-virus and injecting him with Tyrant DNA and more T-virus. The result was a super Tyrant. Though the Tyrant is more intelligent and often used for recovery missions, the Nemesis was designed for one purpose. Extermination. The Nemesis is often made from elite UBCS operatives, thereby getting a super Tyrant with the ability to handle weaponry.

The first Nemesis type was seen at Raccoon city where it was sent to kill all remaining STARS members. Since then it has been inserted in many seek and destroy missions globally.

Plant type A

Medium T-virus BOW

Hit Dice: 2d8+6 (32 hp)

Initiative: -1 (Dex)

Speed: 10 ft.

AC: 13 (-1 Dex, +4 natural)

Attacks: 2 tentacles +3 melee (grapple +2)

Damage: Tentacle 1d6+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +6, Ref -1, Will +0

Abilities: Str 14, Dex 8, Con 16, Int 2,

Wis 11, Cha 9

Feats: None

CR: 3

Sanity Loss: 0/d4



The plant Type A was created by genetically altering plants and injecting them with the T-virus. They are slow and easy to kill, but in the wild they are virtually impossible to spot, thus making them all the more deadly.

Plant type B

Medium T-virus BOW

Hit Dice: 2d8+6 (32 hp)

Initiative: -1 (Dex)

Speed: 10 ft.

AC: 13 (-1 Dex, +4 natural)

Attacks: 2 tentacles +3 melee (grapple +2)

Damage: Tentacle 1d6+2 poison

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Poisonous

Saves: Fort +6, Ref -1, Will +0

Abilities: Str 14, Dex 8, Con 16, Int 2,

Wis 11, Cha 9

Feats: None

CR: 3

Sanity Loss: 0/d4



The Plant Type B is very similar to the Plant Type A, except it has a more red color and is poisonous. All attacks from the Plant Type B are poisonous.

Spiders

Medium T-virus mutation

Hit Dice: 2d8+2 (18 hp)

Initiative: +3 (Dex)

Speed: 30 ft., climb 20 ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: Bite +4 melee

Damage: Bite 1d6 poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Infectious

Special Qualities: None

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 11, Dex 17, Con 12, Int -,
Wis 10, Cha 2

Skills: Climb +12, Hide +10, Jump +6, Spot +8

Feats: Weapon finesse (bite)

CR: 2

Sanity Loss: 1/d4



Like the moth, the spider is one of those creatures that grow to huge sizes when subjected to the T-virus. As their size increases so does the lethality of their poison.

Though the spiders are weak and easily killed, they are very dangerous when they get up close.

Scuttlers

Medium G-virus mutation

Hit Dice: 3d12+24 (60 hp)

Initiative: +3 (Dex)

Speed: 30 ft., climb 10 ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: Bite +4 melee, tongue +9

Damage: Bite 1d6+3, tongue 2d8+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Infectious

Special Qualities: Zombie

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 13, Dex 17, Con 12, Int 8,
Wis 10, Cha 2

Skills: Climb +12, Hide +10, Jump +6, Spot +8

Feats: Weapon finesse (bite), weapon finesse (tongue)

CR: 3

Sanity Loss: 1/d6



The Scuttlers is another G-virus project gone wrong. In an attempt to create a mutative super soldier, Umbrella injected pregnant women with the G-virus and removed the infected embryo from the women and nurtured the embryos in a separate hatchery, where they were fed G-virus with their nutrient. The result was a highly predatory mockery of humanity that resembles part licker part spider.

The scuttlers were originally destroyed as a failed project, but later the project was reopened and used for active insertion into conflict hot-zones as expendable soldiers.

Umbrella UBCS

Medium Human

Hit Dice: 4d6+6 (30 hp)

Initiative: +5 (+1 Dex, +4 Improved initiative)

Speed: 30 ft.

AC: 17 (+1 Dex, +6 flak vest)

Attacks: G36 auto rifle +6 ranged*

Damage: G36 auto rifle 2d10

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +6, Ref +0, Will +2

Abilities: Str 14, Dex 8, Con 15, Int 14,

Wis 12, Cha 14

Feats: Point blank shot, precise shot, improved initiative

CR: 5

Sanity: 65

(* – This includes Armor check penalty and Laser gunsight.



The UBCS is Umbrella's own elite task force made up by highly trained elite soldiers with state of the art equipment.

All UBCS operatives are equipped with the HK G36 automatic rifle with x6 scope and laser gunsight. They also carry a standard UBCS uniform, which includes a black flak vest.

When the UBCS are inserted on missions they often divide into teams with various assignments. These may include demolitions experts, security systems experts, snipers carrying the Colt Accurized rifle and standard assault troops.

UBCS operatives assigned to sniper duty carry the Colt Accurized Rifle fitted with a x9 power scope with infrared and laser targeter. With armor check penalty and gun equipment bonuses, the UBCS snipers will hit on a +6 ranged attack modifier.

All UBCS operatives carry Stim-guns with 1 of each injection capsule.



Tyrant

Large T-virus BOW

Hit Dice: 11d12+85 (217 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 22 (-1 size, -1 Dex, +14 natural)

Attacks: 2 Slams +14 melee

Damage: Slam 2d10+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Mutative, regeneration

Saves: Fort +6, Ref +3, Will +6

Abilities: Str 25, Dex 9, Con 19, Int -, Wis 11, Cha 1

Feats: Toughness, multiattack, power attack

CR: 12

Sanity Loss: 1/d8

The Tyrant was the first of the BOW projects to attempt the creation of a controllable human mutational super soldier. It was created by genetically manipulating a human and then injecting it directly with T-virus.

The first Tyrant project was created at the Raccoon city mansion facility and was released before completion by Albert Wesker. This caused the Tyrant to kill Wesker and go rampant in the facility.

That Tyrant project was considered failed and was destroyed, but it did not take Umbrella long to perfect the Tyrant from the data collected from the mansion Tyrant.

The perfected Tyrant project is very controllable and extremely deadly, though not as deadly as the larger Nemesis project, and is used mainly for insertion in areas where the UBCS cannot operate due to Biohazard.

The first successful Tyrant mission was the retrieval of the G-virus from the Raccoon city facility and the support of UBCS operatives in containing the incident following the T and G-virus outbreak in Raccoon city.



Zombies

Medium T-virus Zombie

Hit Dice: 2d12+3 (27 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 11 (-1 Dex, +2 natural)

Attacks: Slam +2 melee, bite +2 melee

Damage: Slam 1d6+1, bite 1d4+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Infectious

Special Qualities: Zombie

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con -, Int 3, Wis 10, Cha 1

Feats: Toughness

CR: 1

Sanity Loss: 1/1d6



Zombie: The zombies are ordinary humans that have become infected with the T-virus, and like most T-virus Zombies, it can be killed instantly with a called shot to the head. The zombie is a Medium sized creature and gets a +4 to Armor Class if target for a called shot. If hit with a called shot to the head the zombie will die instantly as it cannot function without its brain.

The Zombies are ordinary humans who have been infected with the T-virus. The T-virus stimulates the electrical pulses that remain when the body dies, giving the corpse basic motor functions, but as the brain is effectively dead, the animated corpse is driven by the basic need to feed.

People infected with the T-virus while alive will slowly start to die as a result of the T-virus' mutative abilities thus turning them slowly into zombies. Corpses that have been dead for no longer than a few months may still turn into zombies when subjected to the T-virus, as their residue electrical pulses may not have dissipated entirely.

The zombies are slow and fairly easy to kill, but they tend to come in large numbers, which makes them dangerous beyond comprehension.



Security systems

With big secrets comes the need to guard them, and with secrets as big as those the Umbrella Corporation have you need some very advanced security systems. The following is just a short list of security systems that are often found at various facilities.

Disabling security systems: Security systems are there to protect something, but you will often find yourself in need of getting past those systems to find answers or simply to survive. Each system has a different way of disabling it, and they all require a *Disable device* skill check. Characters with the *Security systems* feat will automatically gain bonuses to these checks.

Gun drones

The gun drones are fully automated medium caliber machineguns fitted with motion detective sensors that allow them to swiftly target and destroy any moving object within their designated target area.

The gun drones are often used in high security areas where traffic is limited.

The gun drones fire 7.62x51mm rounds on full automatic bursts at anything within their target area (usually a corridor or room), dealing 2d10 damage pr. shot. The drones have a +9 ranged attack modifier and a range of 60 ft. (the range of the motion sensor).

Disabling: The gun drones can be destroyed by a successful hit to AC 20 to the sensor.

The gun drones – like many other security systems – rely on computers to run them, and finding the main security console will quickly allow you to disable the gun drones with a successful *Use computer* skill check (DC 15).

Biohazard containment chamber

When dealing with biohazardous material you will usually need to pass through a biohazard disinfection chamber. These rooms are used to decontaminate personnel with a lethal gas. Anyone who enters a decontamination chamber without proper safety gear will suffer a slow suffocating death at the hand of the disinfectants.

Anyone who enters a B.C.C. without protective suits must endure the decontamination process, which lasts for d8 turns. Each turn they must make a fortitude save (DC 17) or suffer d4 suffocating damage.

Another version of this decontamination chamber is sometimes used as access chambers to high security areas. Anyone who enters the chamber must produce the proper identification in the shape of a pass card, a handprint scan or retinal scan etc. Failing to do so will flood the room with lethal gas. These versions have a duration of d10 turns and do d6 suffocating damage if a fortitude save (DC 20) is failed.

Disabling: The decontamination chamber and the security chamber can both be disabled with a *Disable device* skill check (DC 25). Of course, there is a certain time limit as they can only be disabled while inside.

Laser grid

The laser grid is a vicious trap made by high-powered laser beams that form a moving grid that cuts through steel as well as flesh and bone. These security systems are only used in conjunction with very high security areas and require a large computer to run.

Anyone who enters a corridor with a laser grid will trigger it. All exits will be sealed and the grid will activate. As the grid changes its pattern and movement, the target must make d4 consecutive reflex saves (DC 3d6+5) or suffer 4d10 damage.

Disabling: The only way of disabling a laser grid is to turn it off at the main console (usually situated in the immediate proximity such as the next room, or in a main security control room). Doing so requires a successful *Use computer* skill check (DC 15).

Story ideas

To get you started right away, we have created a short list of story ideas that can be used as single story plots or combined to form large campaigns. These are not scenarios in them selves, but merely plot ideas for you to turn into your own unique adventures.

The dying child

An Umbrella researcher in charge of a remote T-virus research facility learns that his son is slowly dying from cancer. In an attempt to save his son, the scientist uses the T-virus to create a cure for his son. However, his noble intentions become a horrid nightmare as the cure proves not only to cure the cancer, but it uses the cancer cells to mutate the young boy into a twisted mockery of his childish human shape. The creature then infects the entire facility, and a new Raccoon city incident may be waiting to happen if nothing is done.

Bodyguards

A high-ranking Umbrella official is in danger of being kidnapped (or assassinated) by operatives from a rivaling corporation. The players must act as bodyguards for the Umbrella official while learning the dark truth about why he is in such danger. What does the documents he carries around in his briefcase all the time contain?

The prisoners

The players wake up in a strange prison with little memory of what has happened and why they are there. Once in a while they notice people in military gear enter the prison compound and retrieve prisoners who are never seen again.

What goes on in the large buildings on the other side of the wall? What happens to the prisoners, and what will happen to you? Can the players unravel the mystery of their capture and the dark fate that awaits them before it is too late?



A different kind of war

The characters take the role of soldiers on a combat mission that quickly turns into a nightmare, as their enemies suddenly don't stay dead when they are shot. Is it some strange new type of weapon the enemy has gained possession of or is the entire mission really a suicide mission designed to field test the latest BOW?

The ghost town

As the players learn of a ghost town where all the people are missing, they embark on a mission to investigate the town. What dark secrets does the town hold? Where are all the people, and what is that moaning sound that keeps getting louder?

A controlled outbreak of the T-virus in a small town results in the entire population being turned into zombies. Can the players escape the nightmare and can they keep the zombies from spreading? And what will happen if they can't?



Final words

This supplement was created by Resident Evil fans for Resident Evil fans and is not intended to be sold or otherwise used for personal profit. All names, characters and places mentioned are © Copyright respectively and not intended to portrait actual living or (un)dead persons.

We hope you will enjoy playing the game as much as we did writing it.

This supplement can be included into Call of Cthulhu games or it can be used to play all Resident Evil only games or even included into other d20 games.

Have fun, and remember...



J. D. Davidsen (Mnyogha)
M. B. Hansen (MadMaxim)